HOME VIDEO PRODUCER

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INTRODUCTION

Now you can add a personal, unique touch to your video recordings. With **Home Video Producer**, you can create lively computer-generated video sequences that include color, graphics and text. Then, add the sequences to your videos of family vacations, birthday parties, weddings, or any video you make with your home camcorder.

Home Video Producer is easy to use. You create the video sequences by selecting icons on screen. Then choose graphics, color, and text from the menus that appear.

Home Video Producer offers you a myriad of type styles, graphics, backdrops, and borders to use when creating your videos. You can also choose one of four different effects to unveil your creations on screen. All effects happen at a variable rate that you control.

A special feature lets you preview your work--and change it if you want--before adding it permanently to your video. When you're finished, you'll have a video sequence packed with color and motion to add to your home video!

HARDWARE REQUIREMENTS

APPLE II® SERIES

- Apple IIe, IIc, IIGS, or compatible (program colors may differ on some compatibles)
- 128K of memory (RAM)
- 5 1/4-inch floppy disk drive (can be paired with a second 5 1/4-inch or 3 1/2-inch floppy drive or a hard drive)
- Double high-resolution graphics capability (older IIe's may need an upgrade)
- Color television or color composite monitor
- Videocassette recorder, video camera, or camcorder
- Cable with male RCA jacks on both ends
- Joystick (optional)

IBM® PC AND COMPATIBLES

- IBM PC, PC XT™, PC AT®, or compatible
- 5 1/4-inch floppy disk drive (can be paired with a second 5 1/4-inch or 3 1/2-inch floppy drive or a hard drive)
- MS-DOS® 2.11, 3.0, or higher
- CGA color video card with RCA-phono output jack
- Color television or color composite monitor (RGB monitor may be used along with television)
- 256K of memory (RAM)
- Videocassette recorder, video camera, or camcorder
- Cable with male RCA jacks on both ends
- RF modulator for VCRs lacking direct video input

COMMODORE 64®/128™

- Commodore 64, Commodore 128, or Commodore 128-D
- Commodore 1541 or 1571 disk drive or compatible, or built-in drive on Commodore 128-D (second disk drive or dual-drive supported)
- Color television or color composite monitor
- Videocassette recorder, video camera, or camcorder
- Composite color video cable with 5-pin or 8-pin round DIN plug on one end and one or more male RCA jacks on the other end

  OR

  TV switchbox and cable with male RCA jacks on both ends, for connection to VCRs lacking direct video input

CONNECTING THE SYSTEM

To connect your system, follow the steps in this section for your computer type.

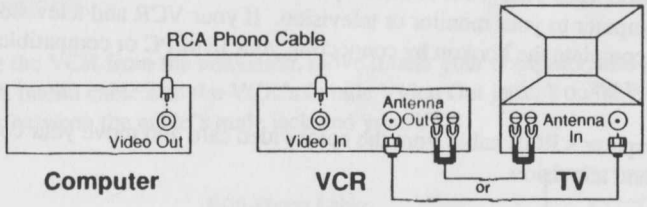
> **WARNING: To prevent electric shock, be sure to switch off and unplug your computer, VCR, and monitor or television before connecting them.**

APPLE II SERIES

Home Video Producer uses your VCR to intercept and record video sequences as they travel from your computer to your monitor or television. If your television and VCR are already connected, complete the hookup by connecting your Apple to your VCR. Follow these steps:

1. Unplug your computer's video cable. If the cable is an RCA phono cable (having male RCA jacks on both ends), leave it connected to your computer's Video Out or Monitor jack. Move your computer and disk drives near your VCR and television.

2. If an RCA phono cable is not yet attached, plug one into the computer's Video Out or Monitor jack. Then plug the other end into the Video In jack on the VCR. (If the female Video In jack is not an RCA jack, insert an adapter between the cable and the jack.)



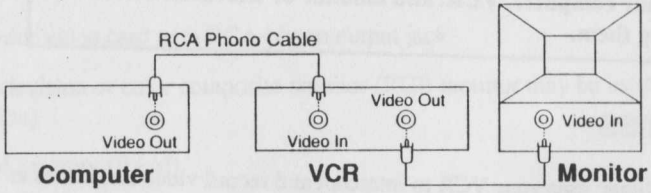
Computer-VCR-TV Connections

3. Retain the connection between the VCR and television and use the television as your monitor.

Note: On some VCRs you must switch to Line Input mode (wording may vary) or Channel L in order for your VCR to accept input from its Video In jack and display it on the television or monitor.

If you have a composite (not RGB) color monitor, you may prefer to use it instead of your television. To connect the monitor, follow these steps:

1. Unplug the VCR from the television, move it near your computer, and plug one end of an RCA phono cable into the VCR's female Video Out jack. You may need to insert an adapter between the cable's male jack and your VCR.



Computer-VCR-Monitor Connections

2. Plug the cable's other end into the Video In jack on the back of your monitor.

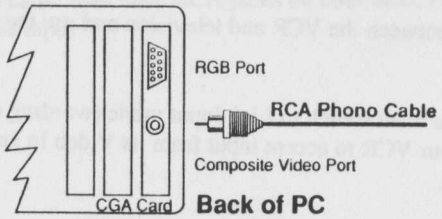
3. Plug one end of an RCA phono cable into the computer's Video Out jack and the other end into the VCR's Video In jack.

IBM PC OR COMPATIBLE

Home Video Producer uses your VCR to intercept and record video sequences as they travel from your computer to your monitor or television. If your VCR and television are already connected, complete the hookup by connecting your IBM PC or compatible to your VCR. Follow these steps:

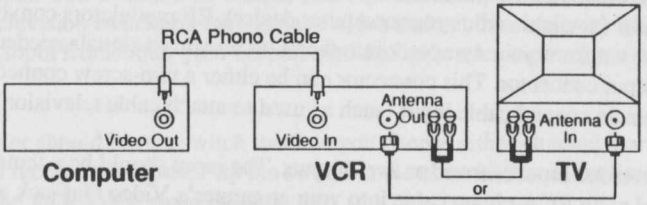
1. Unplug your computer's RGB cable from the color video card and move your computer near your VCR and television.

2. Plug one end of an RCA phono cable (a cable with male RCA jacks on both ends) into the female RCA jack on the back of your CGA card.



CGA Card Composite Video Connection

3. Plug the cable's other end into the Video In jack on the VCR. If the female Video In jack is not an RCA jack, insert an adapter between the cable and the Video In jack.



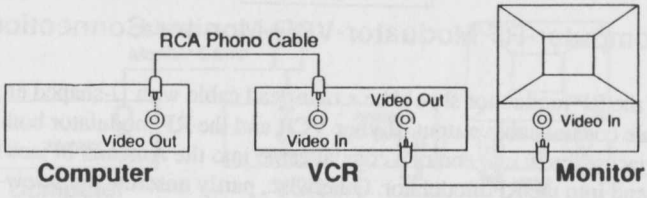
Computer-VCR-TV Connections

4. Retain the VCR/television and use the television as your monitor.

Note: On some VCRs you must switch to Line Input mode (wording may vary) or Channel L in order for your VCR to accept input from its Video In jack and display it on the television or monitor.

If you have a color composite monitor, you can use it instead of your television. You can also use an RGB monitor as long as your CGA color card has a color composite output jack that you can connect to your VCR. Some RGB monitors have an auxiliary input for a composite video signal (Video In) and a way to switch between viewing the screen in RGB or composite video mode. (If you view **Home Video Producer** in RGB mode, you will not see color, only various patterns in black and white.) To connect a color composite monitor, follow these steps:

1. Unplug the VCR from the television, move it near your computer, and plug one end of an RCA phono cable into the VCR's female Video Out jack. You may need to insert an adapter between the cable's male jack and your VCR.



Computer-VCR-Monitor Connections

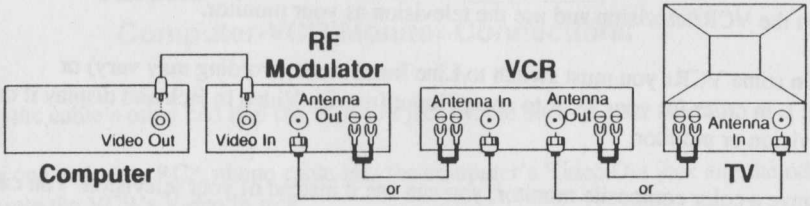
2. Plug the cable's other end into the female Video In jack on the back of your monitor.

3. Plug a second RCA phono cable into the female RCA jack on the back of your CGA card. Plug the cable's other end into the female Video In jack on the back of your VCR.

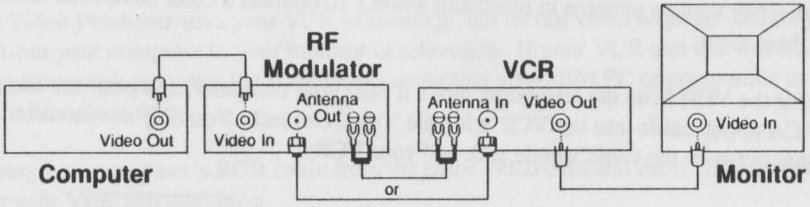
Using an RF Modulator with an Apple or IBM PC

If your VCR lacks direct video input (a female RCA jack marked Video In), you need to use an RF modulator (available from your computer dealer). RF modulators convert the color composite signal from your computer into the radio broadcast signals needed by your VCR's Antenna Input connector. This connector can be either a two-screw connector or a single threaded female coaxial cable input (such as used to attach cable television).

RF modulators have one input and one or two outputs. The input should be a female RCA jack. Plug one end of an RCA phono cable into your computer's Video Out jack and plug the other end into the female jack on the RF modulator.



Computer-RF Modulator-VCR-TV Connections



Computer-RF Moduator-VCR-Monitor Connections

The output of the RF modulator should be a twin-lead cable with U-shaped ends and/or a threaded female coaxial cable output. If your VCR and the RF modulator both have the coaxial cable jacks, screw one end of a coaxial cable into the Antenna In jack on your VCR and the other end into the RF modulator. Otherwise, partly unscrew the screw-type inputs on your VCR, insert the U-shaped ends of the twin-lead wire coming from the RF modulator onto the screws, then tighten the screws to hold them in place. (It doesn't matter which U-shaped lead is attached to which screw.)

You may need to use adapters to connect the equipment properly. For example, the RF modulator may have only screw-type antenna outputs and your VCR may have only coaxial cable input. You'll need a 75-ohm to 300-ohm transformer to connect the two. You can also use a television switchbox (available at video and appliance stores) which lets you choose antenna input from either your normal antenna/cable television source or from the RF modulator.

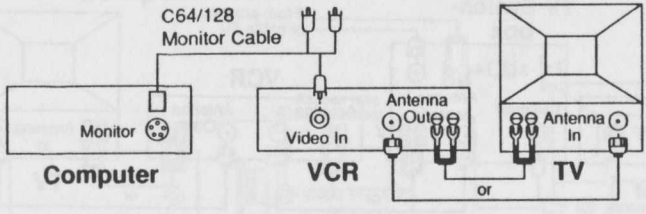
The RF modulator should have a switch that lets you choose either channel 3 or channel 4 on your VCR to receive the signal. Flip the switch to the channel that is not used in your area, and tune the VCR to the same channel.

COMMODORE 64/128 COMPUTER

Home Video Producer uses your VCR to intercept and record video sequences as they travel from your computer to your monitor or television. If your VCR and television are already connected, complete the hookup by connecting your Commodore to your VCR. Follow these steps:

1. Move your computer and disk drives near your VCR and television. If your computer is attached to a color monitor, unplug the cable attached to the Video In jack on your monitor. The round 5-pin or 8-pin DIN plug should remain connected to the Monitor port on your computer.

2. If the other end of your monitor cable has more than one male RCA jack, determine which one carries the color composite signal. (If you've used the cable with a color monitor before, use the same jack you previously had plugged into the color monitor's Video In port. The color RCA cable end is usually colored red. If yours is not, you might have to use trial and error to determine which jack to use.) Plug this jack into your VCR's Video In port.

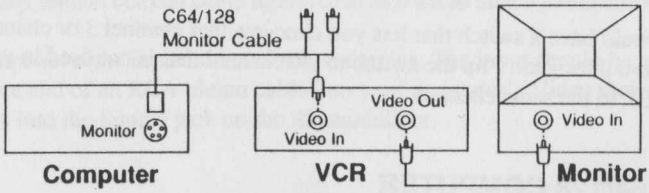


C64-VCR-TV Connections

3. Retain the VCR/television connection and use the television as your monitor.

OR

Connect one end of a cable with two male RCA-type jacks to the Video Out jack on your VCR and connect the other end to the Video In jack on your color monitor.



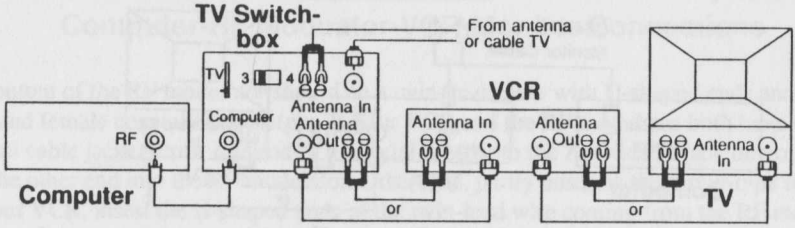
C64-VCR-Monitor Connections

Note: On some VCRs you must switch to Line Input mode (wording may vary) or Channel L in order for your VCR to accept input from its Video In jack and display it on the television or monitor.

Using a Built-In RF Modulator with a Commodore

If your VCR lacks direct video input (no female RCA connector), you must use the Commodore 64/128's built-in RF modulator to send video signals from the computer to the VCR via the antenna inputs on the VCR.To connect the built-in RF modulator to your VCR, follow these steps:

1. Plug one end of an RCA phono cable into the female RCA connector labeled "RF" on the back of your computer.



C64-TV Switchbox-VCR-TV Connections

2. Plug the other end of the RCA phono cable into the female RCA connector labeled "Computer" or "Game" on the television switchbox.

3. Attach the TV/VHF output to either the screw-type or coaxial cable input on your VCR.

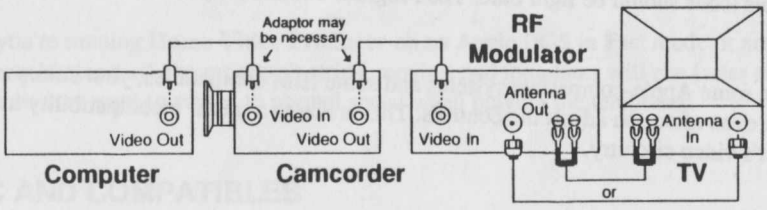
4. If you want to switch between the computer and your VCR's normal antenna or cable television signal, attach your antenna twin-lead or cable television connector to the Antenna Input on the television switchbox.

5. Slide the switch to "Computer" when working on your computer. Slide it to "TV" to watch television.

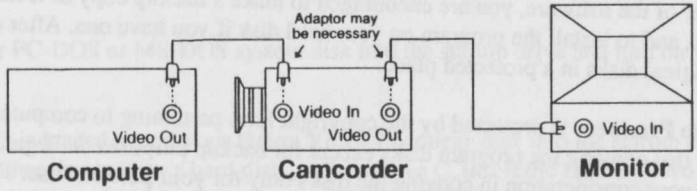
6. The RF modulator should have a switch that lets you use either channel 3 or channel 4 on your VCR to receive the signal. Flip the switch to the channel that is NOT used to receive cable television signals in your area and tune the VCR to the same channel.

USING A CAMCORDER

You can use a camcorder instead of a VCR to record **Home Video Producer** sequences if your camcorder has a video input connector. You may need to use an adapter or special cable to allow direct video input (contact your dealer for more information). Generally, you will connect your camcorder to your computer and then connect your camcorder to your television or monitor.



Computer-Camcorder-TV Connections



Computer-Camcorder-Monitor Connection

A NOTE ON JACKS AND ADAPTERS

There are many brands of VCRs and televisions, and little standardization for plugs, jacks, and cables to link them together. Sometimes computers, VCRs, televisions, and monitors won't connect to each other without the help of adapters. The most commonly used plugs and adapters for audio and video equipment are RCA and Mini types. If you have two cables that won't connect because they are both male, you'll also need an adapter (a female/female adapter in this case).

Fortunately, there are adapters available that connect the most common jacks including RCA and Mini types. There are also adapters that connect two male or two female jacks. Many types of adapters are available at your local electronics, stereo, or computer store.

Check the owner's manual supplied with your VCR for information on video input and output cabling and jacks. If you still need help, visit your local electronics, computer, or stereo store. Be sure to bring the cables that won't fit, your equipment manuals, and this manual to help explain the situation. Don't be discouraged. Adapters are inexpensive and easy to use.

You may need to adjust the tint (hue) and color controls on your television or monitor to get the right colors when playing **Home Video Producer** strips or recorded tape. When the controls are properly adjusted, the sky above the palm trees on the Frame Tools and Strip Tools icons should be light blue. The Program Tools icon (tool box) should be red or magenta.

Note: On some Apple-compatible systems and some IBM compatibles, your colors may not look true even after you adjust the controls. This is due to a minor incompatibility in your computer's video circuitry.

COPYING THE PROGRAM DISKS

For your convenience, the **Home Video Producer** program disks are not copy-protected. As the owner of the software, you are encouraged to make a backup copy of it for your personal use, and to install the program on your hard disk if you have one. After copying, store the original disks in a protected place.

Home Video Producer is protected by the copyright laws pertaining to computer software. This means that copying the program disks except for backup purposes is illegal. Epyx, Inc. appreciates your consideration in copying the disks only for your personal use. This ensures our ability to continue to produce high-quality software for you.

GETTING STARTED

To load **Home Video Producer**, follow the steps in this section for your computer type.

APPLE IIe, IIc, OR IIGS

1. Connect your Apple II system to your VCR as described earlier in this manual. If this is your first session with **Home Video Producer**, insert a blank tape in your VCR.

2. Insert the **Home Video Producer** disk into your disk drive (drive 1 on a two-drive system), label side up.

3. Turn on your computer. The program automatically loads.

4. When the program finishes loading, remove the program disk, turn it over, and reinsert it into the drive. The second side of the program disk holds graphic, background, border, and other files used by **Home Video Producer**. (If you have copied both sides of the program disk to a 3 1/2-inch disk, don't turn it over.)

Home Video Producer can also be installed on a hard disk. Consult your hard disk owner's manual for information.

Note: If you're running **Home Video Producer** on an Apple IIGS in Fast mode or are using an accelerator card, the program's strips, movies, and templates will run faster than normal. You may want to switch to normal speed when playing the templates.

IBM PC AND COMPATIBLES

1. Connect your IBM PC or compatible to your VCR as described earlier in this manual. If this is your first session with **Home Video Producer**, make sure you have a blank tape in your VCR.

2. Insert your PC-DOS or MS-DOS system disk into the startup drive and turn on your computer.

3. When DOS is loaded, insert your **Home Video Producer** disk into the startup drive. (If your computer boots from a hard disk ,such as drive C, insert the **Home Video Producer** disk into drive A, then type A: and press **Enter**.)

4. At the system prompt, type **HVP** and press **Enter** to begin loading the program.

Hard Disk Systems

If you're using a hard disk drive, you can create a **Home Video Producer** directory on the drive and then copy the program files to it. Follow these steps:

1. Connect your IBM PC or compatible to your VCR as described earlier in this manual. If this is your first session with **Home Video Producer**, make sure you have a blank tape in your VCR.

2. Boot your computer from the hard disk.

3. Type **MD C:\HVP** and press **Enter**. (Substitute the correct letter for your drive if it is other than driveC.)

4. Type **CD C:\HVP** and press **Enter**.

5. Insert the **Home Video Producer** disk into drive A. Type **COPY A:*.*** and press **Enter**.

6. Now run **Home Video Producer** by typing **HVP** and pressing **Enter**.

7. For future sessions, turn on your computer, type **CD HVP**, and press **Enter**. Then type **HVP** and press **Enter**.

Note: Your system's clock speed will affect how fast **Home Video Producer** operates. The program will execute very fast on the IBM PC AT or 80286-based systems when you select Preview Strip, Play Strip, Preview Movie, Play Movie, and Use Template.

COMMODORE 64/128

1. Connect your Commodore system to your VCR as described earlier in this manual. If this is your first session with **Home Video Producer**, make sure you have a blank tape in your VCR.

2. Insert the **Home Video Producer** disk into drive 8.

3. Type **LOAD "*",8,1** and press **Return.**

   OR

   If you have an Epyx Fast Load™ cartridge, hold down the C= (Commodore) key and press the **Run/Stop** key.

4. When the program finishes loading, remove the program disk, turn it over, and reinsert it into the drive. The second side of the program disk holds graphic, background, border, and other files used by **Home Video Producer**. (If you have copied both sides of the program disk to a 3 1/2-inch disk, don't turn it over.)

USING HOME VIDEO PRODUCER

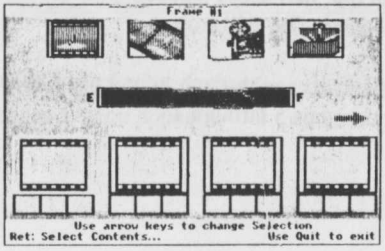
Once **Home Video Producer** is loaded, you're ready to begin creating video sequences.

> If you're using an IBM PC or compatible, press the **Enter** key whenever this manual refers to the **Return** key. If your system has the **Arrow** keys on the numeric keypad, make sure the **Num Lock** key is disengaged (its activity light will be off).
>
> If you're using a Commodore 64/128, press the **Left Arrow** key (←) in the upper left corner of the keyboard whenever the manual refers to **Esc.**

Note: It's a good idea to record **Home Video Producer** sequences at the beginning of blank tapes before you shoot live action, or on the blank portion of tapes following a live recording. When adding a sequence to live action, be careful not to record over your previously recorded footage. The SP (or Beta I) setting uses tape more quickly than the slower EP or LP (Beta II or III) settings. Use your VCR's **Pause** button to queue your tape and avoid losing previously recorded footage.

MAIN SCREEN

Once **Home Video Producer** loads, the main screen appears and displays its icons, memory meter, frames, and Effects boxes.



In the main screen, each Tools icon, when selected, displays a menu of options. The memory meter at screen center keeps track of how much memory is left. You'll use the blank frames at the bottom of the screen to create video sequences, and the Effects boxes to create special effects. The arrow pointing right shows that more frames are available in that direction. The first frame on the left is selected, as shown by its flashing outline.

Using Templates

Home Video Producer includes 11 or 12 templates (depending on your system) for producing standard video sequences. You select a template, then fill in its blanks to create a personalized greeting or video tape title. To use a template, follow these steps:

1. Press the **Up Arrow** and **Right Arrow** keys to select the Movie Tools icon (the movie projector, second from right). Then press **Return**. The Movie Tools menu appears.

2. Press the **Down Arrow** key to select the Use Template option in the menu (the option will be highlighted). Then press **Return**.

3. Select a template from the menu that appears and press **Return**. In the dialog box, type the answers to the questions. Use the **Up Arrow** and **Down Arrow** keys to move from question to question. When you're finished, move to the last line in the template and press **Return**.

4. Prepare your VCR or camcorder to record. Press its **Record** button (with the **Play** button, if necessary), then press the **Pause** button.

5. Press **Return** on your keyboard to begin playing the template.

6. Four beeps followed by a fifth higher-pitched beep will sound. Playing will start immediately after the fifth beep. Release the **Pause** button sometime between the first and fifth beep to start recording.

7. When the template has played out, two beeps will sound. Press **Pause** on your VCR when you hear the first beep. Recording will stop.

Note: Some templates may pause half-way through in order to load a graphic, text, or border. When that happens, repeat steps 5 through 7.

QUICK TOUR

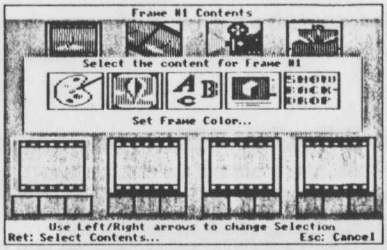
With **Home Video Producer** you can make original video sequences (called "filmstrips" or "strips") from scratch. This section of the manual explains how. By following the instructions, you'll create and record a title sequence for a video tape of a New Year's Eve party.

> To select an item on screen, use the **Arrow** keys to move the cursor to the item. An item is selected when it is highlighted. Then press **Return** (or **Enter** on the IBM PC) to enter your selection. Or press **Esc** (or ← on the Commodore) to make a different selection.
>
> If you're using an IBM PC or compatible with the **Arrow** keys on the numeric keypad, be sure the **Num Lock** key is disengaged (its activity light will be off).

SELECTING A BORDER

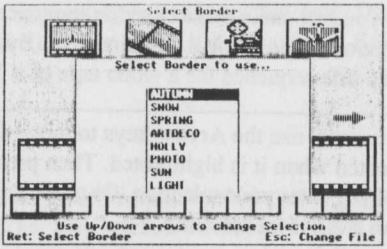
Start in the first frame on the left (Frame #1). This is the only frame where you can include a border or backdrop. (The first frame is automatically selected by the flashing outline when you load **Home Video Producer** or begin working on a new strip.) Follow the steps:

1. Press **Return** to display the Frame Contents box.



2. Use the **Arrow** keys to select the Backdrop/Border icon (television, second from right). Then press **Return**. A second menu appears.

3. Highlight the Select Border option in the menu and press **Return**. A menu of borders appears.



4. Select Art Deco and press **Return**. The Art Deco border appears for you to preview. Press **Return** again. The main screen reappears and the Backdrop/Border icon appears in the first frame.

Selecting an Effect

On the main screen, the first Effects box below Frame #1 is selected. Press **Return**. A box appears from which you can select an effect: wiping, tearing, scrolling, or spiraling.

Select Wipe Down (top row, second from left) and press **Return**. In the main screen, press the **Right Arrow** several times to advance to Frame #2, skipping over the other Effects boxes. (See **Effects and Timing** later in this manual for details on those effects settings.)

ADDING GRAPHICS

Now add a graphic to the strip. Follow these steps:

1. With Frame #2 selected, press **Return** to open the Frame Contents box.

2. Select the Graphics icon (hot air balloon, second from left) and press **Return**. A menu of available graphics files appears.

3. Select the Holidays option and press **Return**.

4. Select New Year from the menu that appears and press **Return**. The graphic, a New Year's baby, is previewed on screen. Press **Return** to add the graphic to the strip. The graphics icon now appears in Frame #2.

Selecting Effect Speed and Delay

When the main screen appears, the Effects box under Frame #2 is selected. Press **Return**, choose an effect (wiping, tearing, scrolling, or spiraling), and press **Return** again.

The Effect Speed box (the middle box under the frame) is now selected. This box controls the speed at which the effect happens on screen. Press **Return** to change the speed setting, then press the **Down Arrow** to enter a slower setting. Each time you press the key, the column in the box is shortened. The shorter you make the column, the slower the effect will happen. (Press the **Up Arrow** to lengthen the column.) When you've selected a speed, press **Return** to enter the setting. The cursor moves to the Effect Delay box on the right.

The Effect Delay box sets the delay before the next frame plays. The higher the number in the box, the longer the delay. Press **Return**, then use the **Up Arrow** and **Down Arrow** keys to change the setting. Press **Return** again to enter the setting.

Positioning a Graphic

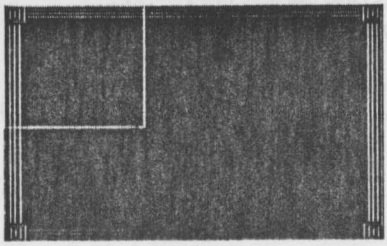
Follow these steps to position the New Year's graphic on screen:

1. Select the frame where you inserted the graphic (in this example, it's Frame #2).

2. Select the Frame Tools icon (palm tree) far left at the top of the screen. Press **Return**.

3. Select the Position Frame option from the menu that appears and press **Return**. A dialog box appears with instructions for positioning the frame contents. Read the instructions and press **Return**.

4. A screen appears. The highlighted rectangle represents the New Year's graphic. Use the **Arrow** keys to position the rectangle within the frame, then press **Return**.



The main screen appears. To preview the graphic, select Preview Frame from the Frame Tools menu and press **Return**. The frame plays on screen. Press **Return** to continue.

ADDING TEXT

To add text to the strip, follow the steps:

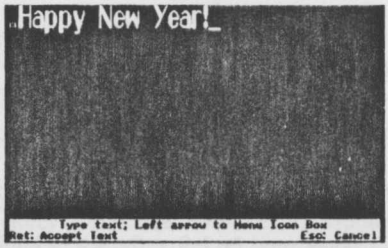
1. Use the **Right Arrow** to select Frame #3. Press **Return.**

2. Select the Text icon (ABC, center) from the Frame Contents menu. Press **Return.**

3. A dialog box appears describing how to enter text. Read it and press **Return.**

4. The Type Font menu appears where you can select the font. Use the **Up Arrow** or **Down Arrow** key to select the font Liza24 and press **Return.** An example of the font appears. Press **Return** again.

5. Type your text (for example, "Happy New Year!") and press **Return.**



6. Choose an effect, an effect speed, and a delay. (You must choose an effect for text or it won't appear on screen. For full details, see **Effects and Timing** later in this manual.) When you're finished, select Frame #3.

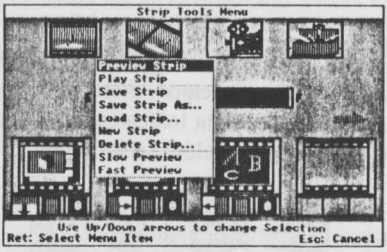
7. Display the Frame Tools menu and select the Position Frame option. Two rectangles appear on the positioning screen. The highlighted rectangle represents the contents in the selected frame—in this case the text you just typed in Frame #3. (The darker rectangles show the contents of other frames.) Use the **Arrow** keys to position the text rectangle and press **Return.**

You may want to preview this frame (by selecting Preview Frame from the Frame Tools menu) to check your text effects and positioning.

PREVIEWING AND RECORDING A STRIP

You've now created a short video sequence. To preview and record it, follow the steps:

1. Select the Strip Tools icon (a filmstrip, second from left) and press **Return**. The Strip Tools menu appears.



2. To preview your strip, select Preview Strip from the menu and press **Return**. Your strip plays through on screen. When it's finished, press **Return** to display the main screen.

3. To record your strip, select Play Strip from the Strip Tools menu and press **Return**.

4. Press the **Record** button on your VCR, then immediately press **Pause** to freeze the tape. (On some VCRs you can press **Pause** first, then **Record**.) A message appears asking you to make sure your VCR is ready to record. Press **Return** on your keyboard to continue.

5. You will hear four beeps, then a fifth higher-pitched beep. Release the **Pause** button sometime between the first and fifth beep. (Experiment with your VCR to determine when to release the **Pause** button. The best time is usually after the third or fourth beep.)

6. The strip begins playing immediately after the fifth beep. The strip plays through and two final beeps sound. Press **Pause** on your VCR to stop recording. Press **Return** on your keyboard to return to the main screen.

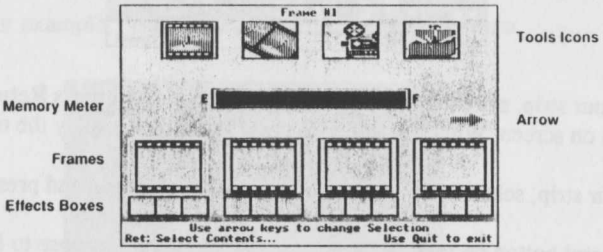
Congratulations! You've just created and recorded your first **Home Video Producer** strip.

HOME VIDEO PRODUCER FEATURES

This section contains a complete description of all **Home Video Producer**'s features. It also offers detailed information about making long strips and adding special effects.

THE MAIN SCREEN

When **Home Video Producer** loads, the first work screen that appears is the main screen. This screen has four Tools icons at the top, a memory meter in the center, and four blank frames near the bottom. The arrow pointing right indicates that more frames are available in that direction. Three Effects boxes appear below each frame.



Tools Icons

The four Tools icons let you work with your frames and strips. Select an icon with the **Arrow** keys and press **Return** to see its options menu. The icons from left to right are:

- **Frame Tools** (palm tree) Provides tools for working with individual frames.
- **Strip Tools** (film strip) Provides tools for working with a full strip.
- **Movie Tools** (projector) Includes tools for creating movies of two or more strips.
- **Program Tools** (tool box) Includes tools for specifying the drive containing your data disk and exiting the program.

Memory Meter

The memory meter is a bar graph that monitors the amount of computer memory still available for your strip. As you add frames and features to your strip, the bar will grow from E (empty) toward F (full).

Although you have a number of blank frames available (16 on the Apple or Commodore, 32 on the IBM PC), you can't always use them all. The number of frames you can use depends on the amount of memory still available. Some frame features, such as solid color, use a small amount of memory. Other features, such as backdrops, use more memory.

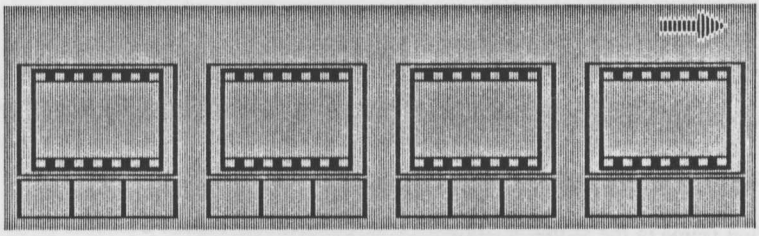
When the memory meter gets close to full, be careful about adding more frames to your strip. Too many frames will display the error message "Out of memory while expanding buffers" when you play the strip. It's a good idea to save your strip often when memory gets close to full. (To save a strip, use the Save Strip option in the Strip Tools menu.)

Frames

The frames are where you create your video sequences. A frame can hold a block of text, a graphic, a background, a border, or a solid color. When the main screen first appears, the far left frame is automatically selected (surrounded by a flashing outline). You move from frame to frame by pressing the **Right Arrow** and **Left Arrow** keys.

USING FRAMES

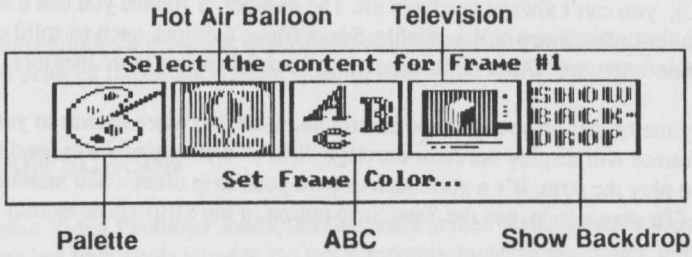
A strip can hold up to 16 frames (Apple or Commodore) or up to 32 frames (IBM PC or compatible). Four frames are always displayed near the bottom of the screen.



Arrows pointing left or right appear at the edge of the screen whenever more frames are available in the arrow's direction. To view the offscreen frames, scroll left or right by pressing the **Left Arrow** or **Right Arrow** key.

Frames are blank when you first load **Home Video Producer**. The three Effects boxes below each frame are also blank. (The Effects boxes are explained in **Effects and Timing** later in this manual.)

Select a frame and press **Return**. The Frame Contents menu appears, with five options.



The options from left to right are:

- **Palette** Adds background color to a frame.
- **Hot Air Balloon** Adds graphics to a frame.
- **ABC** Adds text to a frame.
- **Television** Adds a backdrop or border. These can only be added in the first frame.
- **Show Back Drop** Previews backdrop.

Select an option with the **Arrow** keys and press **Return** to see its menu.

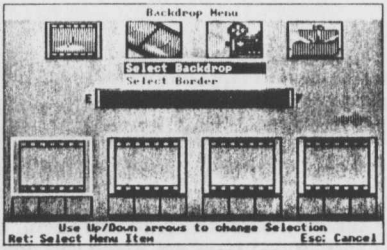
BACKDROPS AND BORDERS

Backdrops are full-screen graphics used as the background for your strip. Borders are outlines for frames. Backdrops and borders are set in the first frame (Frame #1) of a strip. Once selected, they appear in all subsequent frames (unless another full-screen feature, such as solid color, overrides them). To add a backdrop or border, follow these steps:

1. Select the first frame in the strip, then press **Return** to open the Frame Contents menu.

2. Select the Backdrop/Border icon (television) in the menu and press **Return**.

3. A short menu appears that lets your choose either Backdrop or Border for the first frame.



4. If you select Backdrop and press **Return**, a box appears listing the backdrop scenes available. If you select Border and press **Return**, a list of border files appears.

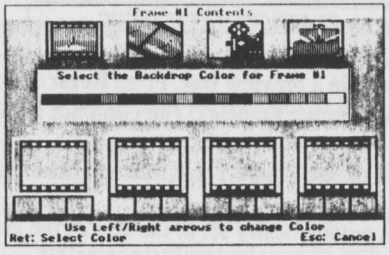
5. Use the **Up Arrow** and **Down Arrow** keys to select a backdrop scene or border and press **Return**. The scene or border appears for you to preview.

6. Press **Return** to set the backdrop or border in your strip and return to the main screen. (Or press **Esc** to make another selection.)

The selected item is now set to appear in all frames of the strip. The Backdrop/Border icon appears in Frame #1, and the first Effects box below the frame is selected. (To use the Effects boxes, see **Effects and Timing** later in the manual.)

BACKGROUND COLOR

You can fill a frame with a solid color instead of a backdrop or border. Select the frame you want to fill, then press **Return** to open the Frame Contents menu. Select the Palette icon at the far left and press **Return**. A box appears containing a color bar. Use the **Left Arrow** and **Right Arrow** keys to select a color and press **Return**.



Your frame is filled with the selected color and the Palette icon appears in the frame. Frames containing text or graphics can also have background color. For information, see **Set Color** later in this manual.

GRAPHICS

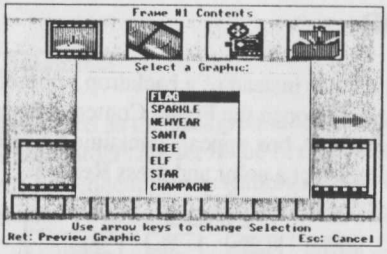
A graphic is a picture that you can add to your strip. Your data disk contains graphics designed especially for home video events. To add a graphics to a strip, follow these steps:

1. Select a blank frame and press **Return** to open the Frame Contents menu.

2. Select the Graphics Icon (hot air balloon) from the menu and press **Return**.

3. A box appears listing available graphics categories. Select a category and press **Return**.

4. A second box appears listing the graphics available in that category. Select a graphic and press **Return**.



5. The selected graphic is shown in a preview box. Press **Return** to add this graphic to the frame (or press **Esc** to select another graphic). The Graphics icon appears in the frame .

Use the Position Frame option in the Frame Tools menu to position the graphic on screen.

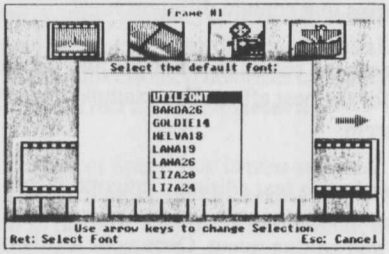
Note: The size of the frame is automatically set to the size of the graphic. You can change this size with the Size Frame option in the Frame Tools menu if you only want to show part of a graphic, or want to create a special effect. For more information, see **Tips and Tricks** later in this manual.

TEXT

You can create multi-line messages in various type fonts and colors. You can then position the message where you want it on screen. You may want to create single lines of text that scroll or wipe onto the screen individually, or you can write a whole paragraph at once.To add text to a strip, follow these steps:

1. Select a blank frame and press **Return**. The Frame Contents menu appears.

2. Select the Text icon (ABC) and press **Return**. A dialog box appears giving information about typing in text. Read the information and press **Return**. A font menu appears.



3. Select the font you want and press **Return**. An example of the font appears for you to preview. Press **Return** (or press **Esc** to select another font). A text field appears.

Note: The font you choose is automatically used for additional text frames until you change it. To change the font, press the **Left Arrow** in the text field until the text editing menu appears. Select the Change Font option, select another font, and press **Return.**

4. Begin typing your text. To start a new line, press the **Down Arrow** key (do not press **Return**).

5. Press the **Left Arrow** to move back through a line until you select the small box at the left of the line. A text editing menu appears. Use the menu options to edit your text:

- **Change Font** Change font for the current line.
- **Change Color** Change text color for the current line.
- **Left Justify** Begin text lines at left margin of frame.
- **Right Justify** End text lines at right margin of frame.
- **Center Line** Center text lines relative to width of frame.
- **Insert Line** Push current line down to make blank line.
- **Delete Line** Remove current line and pull next lines up.
- **Outline Frame** Show position of text within frame.

Some fonts can be successfully displayed in any color. They are: Lana19, Lana26, Lois20, Barda26, and Sophia26. Other fonts are best displayed in white or yellow (or other bright colors) on a black background, or in black on a white background. They are: UtilFont, Goldie14, Loren14, Penny16, Helva18, Liza20, Liza24, and Tina10. To select background colors, use the Set Color option in the Frame Tools menu.

Note: Due to disk space limitations, the font Barda26 is not available on the IBM PC version of **Home Video Producer**.

A strip can hold only eight different fonts at a time. Once you've used eight fonts in a strip, the Choose Font menu will list only those eight. However, you can use more than eight fonts in a movie by joining strips that contain different fonts.

If you're scrolling your text onto the screen (see **Effects and Timing**), justify lines according to the direction of scroll for the best effect. For example, if your text scrolls in from the right, justify it on the left margin.

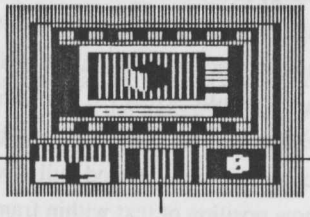
To position text on screen, use both a text editing menu option and the Position Frame option in the Frame Tools menu. For example, to center your text on screen, first use the Center Line option from the text editing menu. Once your text is centered in the frame, use Position Frame to center the frame on screen.

Editing Text

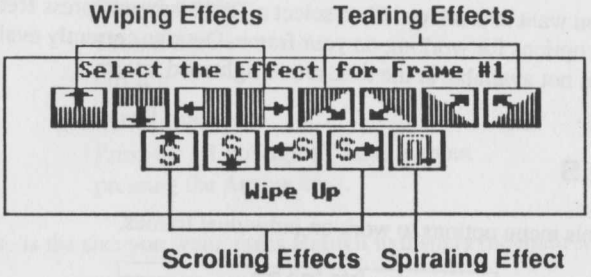
To edit existing text, select the frame containing the text and press **Return**. Then select the Text icon from the Frame Contents menu and press **Return** twice. The text field appears. Use the text editing menu to make your changes, then press **Return** when you're finished.

EFFECTS AND TIMING

Whenever you return to the main screen after filling a frame, the first Effects box below the frame will be selected. (You can also select this box with the **Arrow** keys.)



With the Effects box selected, press **Return**. The Frame Effect dialog box appears offering 13 different effects.



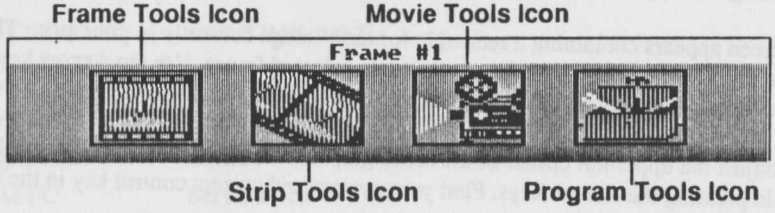
An effect is the way a backdrop, border, graphic, or text is revealed on screen. Four categories of effects are available: wiping, tearing, scrolling, and spiraling. All categories except spiraling can be done in four directions. The effect currently selected is listed at the bottom of the dialog box. Select an effect and press **Return**.

The main screen appears and the Effect Speed box is now selected. This box controls the speed of the effect. Press **Return**, then press the **Up Arrow** or **Down Arrow** key to lengthen or shorten the column in the box. The taller the column, the faster the effect will occur. When the column is the correct height, press **Return**.

The main screen appears with the Effect Delay box selected. This box controls how long the frame remains on screen before the next frame plays. Press **Return**, then use the **Up Arrow** and **Down Arrow** keys to increase or decrease the number in the box. A higher number means a longer delay. When the number you want shows in the box, press **Return**. The main screen appears.

MENU ICONS

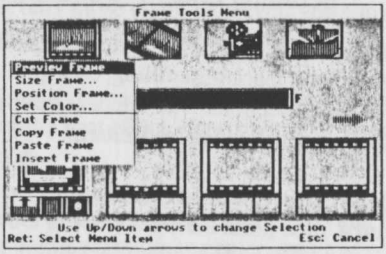
Four Tools icons appear at the top of the main screen. From left to right they are: Frame Tools, Strip Tools, Movie Tools, and Program Tools.



Select the frame you want to work on. Then select a Tools icon and press **Return**. A menu appears containing options for working on your frame. Options currently available are in dark letters; options not available at the time are in lightened letters.

FRAME TOOLS

Use the Frame Tools menu options to work on individual frames.



Preview Frame

Select Preview Frame and press **Return** to view the contents of a frame. Press **Return** again to display the main screen.

Size Frame

Use Size Frame to enlarge or reduce the area of a frame. Follow the steps:

1. Select **Size Frame** and press **Return**.

2. A dialog box appears explaining how to size the frame. Read it and press **Return**.

3. A screen appears containing a rectangle for each image currently in your strip. The highlighted rectangle represents the currently selected frame. Use the **Arrow** keys to adjust the lower right corner of the frame.

   To adjust the upper left corner of the rectangle, hold down or switch on a control key while pressing the **Arrow** keys. Find your system and correct control key in the table at the top of the next page.

SYSTEM	CONTROL KEY
Apple IIe	**Closed Apple**
Apple IIc	**Closed Apple**
Apple IIGS	**Option**
IBM PC	**Scroll Lock**
Commodore	Press the **F1** through **F7** keys without pressing the **Arrow** keys.

4. When the frame is the size you want, press **Return** to display the main screen.

If you change a graphic or edit text after sizing a frame, the frame will be automatically resized to accommodate the new image.

Note: Due to hardware limitations on Commodore systems, frame edges move against character boundaries during sizing. This results in coarse movement on screen but prevents color from bleeding between frames.

Position Frame

The Position Frame option moves a graphic or text anywhere on screen. Follow the steps:

1. Select Position Frame and press **Return**.

2. A dialog box appears explaining how to position the frame. Read it and press **Return**.

3. A screen appears containing a rectangle for each image currently in your strip. The highlighted rectangle represents the currently selected frame. Use the **Arrow** keys to position the rectangle where you want it.

   For faster positioning, hold down or switch on a control key while pressing the **Arrow** keys. Find your system and correct control key in the table below:

SYSTEM	CONTROL KEY
Apple IIe	**Closed Apple**
Apple IIc	**Closed Apple**
Apple IIGS	**Option**
IBM PC	**Scroll Lock**

4. When the frame is correctly positioned, press **Return** to display the main screen.

Note: Due to hardware limitations on Commodore systems, frame edges move against character boundaries during sizing. This results in coarse movement on screen but prevents color from bleeding between frames.

Set Color

Select Set Color and press **Return** to choose a background color for the currently selected frame. In the color bar that appears, select a color and press **Return**. The main screen appears and the background color is set in your frame.

Note: After setting a background color, you might want to preview your strip with the Preview Strip option in the Strip Tools menu. Previewing will show you how the background color looks with the text or image already set in the frame.

Cut Frame

The Cut Frame option deletes the selected frame from your sequence. Select Cut Frame and press **Return**. The deleted frame is stored in a memory buffer. You can retrieve the frame and paste it back anywhere in your sequence with the Paste Frame option.

Note: The memory buffer can hold only one frame at a time.

Copy Frame

Select Copy Frame and press **Return** to store a copy of the selected frame in the memory buffer. You can then retrieve the copy and paste in anywhere in your sequence with the Paste Frame option.

Note: The memory buffer can hold only one frame at a time.

Paste Frame

Select Paste Frame and press **Return** to retrieve a frame stored in the memory buffer and paste it into your sequence. The retrieved frame appears to the left of the currently selected frame.

Note: You cannot paste in a frame if all the available frames in your strip are filled (16 frames, Apple or Commodore; 32 frames, IBM PC).

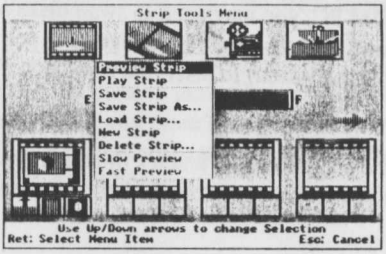
Insert Frame

Select Insert Frame and press **Return** to insert a blank frame into your sequence. The new frame appears to the left of the currently selected frame.

Note: You cannot insert a frame if all the available frames in your strip are filled (16 frames, Apple or Commodore; 32 frames, IBM PC).

STRIP TOOLS

When you fill two or more frames in a sequence, you create a strip. Use the Strip Tools menu options to preview the strip, play and record it on your VCR or camcorder, and save it on disk.



Preview Strip

Select Preview Strip and press **Return** to look at the strip you created. The strip plays at normal speed, honoring all Effect, Speed, and Delay settings. (The option does not give the warning beeps and messages you get with Play Strip.) During preview, press **Spacebar** to pause and press it again to resume. Press **Esc** to stop the preview and return to the main screen where the last frame played will be selected.

Play Strip

Use Play Strip to both see your strip and record it on your VCR or camcorder. During the playing, press **Spacebar** to pause; press it again to resume. Press **Esc** to stop and return to the main screen where the last frame played will be selected.

To play and record your strip, follow these steps:

1. Select the Play Strip option from the Strip Tools menu and press **Return**.

2. When the dialog box appears, check your cables to make sure your VCR or camcorder is correctly connected. On the VCR or camcorder, press **Record** (with **Play** if necessary), and then press **Pause**. Press **Return** on your keyboard,

3. A five-second countdown begins with four beeps followed by a fifth higher-pitched beep. This gives you time to release the **Pause** button and begin recording.

Note: In all systems except the IBM PC, you may need to swap disks occasionally during recording. In that case, you'll hear a slightly longer beep signaling you to pause, followed by instructions (on your monitor or television) to insert the new disk. Then the five-second countdown begins again.

4. The strip plays through after the countdown. When it's finished, you'll hear two final beeps. Press **Pause** or **Stop** to end recording. Press **Return** to return to the main screen.

Save Strip and Save Strip As

Save Strip and Save Strip As let you save your strip as a file on your data disk. Before using either option, make sure you have a data disk in the drive with enough space available to accept your file. It's a good idea to keep your strips together on the same disk. If this is the first time you're saving a sequence, use a blank, formatted disk as your data disk or save the files to a directory on your hard disk. (See **Select Data Drive** later in this manual for details.)

Select Save Strip As and press **Return** the first time you save a strip. A dialog box appears where you can type in a filename for your strip. (On the IBM PC, filenames can have up to eight characters and strips are automatically saved with the extension .STR.) If you make a mistake or if a disk error occurs during saving, you'll see an "OOPS!" error message. Then you'll be given a chance to correct the error. After typing in the filename, press **Return** again tosave the file and display the main menu. You can also select Save Strip As when you want to save a sequence under a new filename.

Select Save Strip and press **Return** to save a strip again with any changes you've made. The strip will be saved under its original filename.

Note: If you have a single-drive system, dialog boxes will tell you when to switch the data and program disks in the drive. If you have more than one disk drive, use the Select Data Drive option in the Program Tools menu to route your strips to the correct drive. For details, see **Select Data Drive** later in this chapter.

Load Strip

Select Load Strip and press **Return** to load a strip from your data disk into the **Home Video Producer** program. (Before selecting the option, make sure a data disk containing the file you want is in the drive.)

If you haven't yet saved the strip currently on screen, a dialog box will ask if you want to save it. Press **Y** for Yes or **N** for No. (If you press **Y**, continue saving the strip as described in **Save Strip and Save Strip As.**) A menu then appears showing the filenames of all strips on the data disk. Select the filename you want and press **Return**. The strip loads and the main screen appears.

Note: If you have a single-drive system, dialog boxes will tell you when to switch the data and program disks in the drive. If you more than one disk drive, use the Selectt Data Drive option in the Program Tools menu to route your strips from the correct drive. For details, see **Select Data Drive** later in this chapter.

New Strip

Select New Strip and press **Return** to clear a screen in order to begin creating a sequence. The option gives you a chance to save any work on screen before the screen clears.

Delete Strip

Select Delete Strip and press **Return** to permanently erase a strip from your data disk. A list of the strips on your data disk appears. Select the strip you want to delete and press **Return**. A dialog box alerts you that the strip will be permanently erased. Press **Y** to delete the strip (or **N** to cancel the command). The strip is erased and the main screen reappears.

Note: Don't confuse Delete Strip with the Remove Strip option in the Movie Tools menu. Delete Strip permanently erases strips from your data disk.

Slow Preview

Select Slow Preview and press **Return** to play your strip in slow motion for careful viewing. The strip plays at the slowest speed with long delays between frames. Press **Spacebar** to pause the preview and press it again to resume. During the preview, press **Esc** to return to the main screen where the last frame played will be selected.

Note: Slow Preview is not available in the Commodore version of **Home Video Producer.**

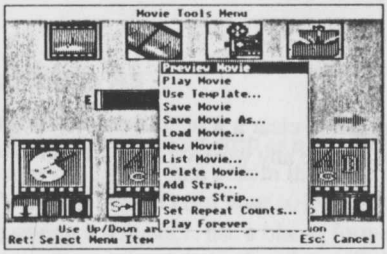
Fast Preview

Select Fast Preview and press **Return** to play a strip at the fastest speed with no delay between frames. After the strip plays, the main screen appears.

Note: Fast Preview is not available in the Commodore version of **Home Video Producer.**

MOVIE TOOLS

Home Video Producer lets you link two or more strips to make movies. You can even repeat strips in the same movie for some interesting effects. You make movies with the Movie Tools. Select the Movie Tools icon and press **Return** to see its options menu.



Preview Movie

Select Preview Movie and press **Return** to take a look at the movie you're working on. The movie plays at normal speed, honoring all Effect, Speed, and Delay settings. (Preview Movie does not give the warning beeps and messages you get with the Play Movie option.)

During preview, press **Spacebar** to pause; press it again to resume the movie. Press **Esc** to stop the preview and return to the main screen where the last frame played will be selected.

Note: Before you can preview a movie you must first assemble one using the New Movie and Add Strip options. See **New Movie** and **Add Strip** later in this manual for details.

Play Movie

Play Movie plays your movie while recording it on your VCR or camcorder. When the movie is playing, press **Spacebar** to pause it; press the key again to resume. Press **Esc** to stop and return to the main screen where the last frame played will be selected.

Note: Before you can play and record a movie you must first assemble one using the New Movie and Add Strip options. See **New Movie** and **Add Strip** for details.

To play and record your movie, follow these steps:

1. Select the Play Movie option from the Movie Tools menu and press **Return.**

2. When the dialog box appears, check your cables to make sure your VCR or camcorder is properly connected. On the VCR or camcorder, press **Record** (with **Play**, if necessary), and then press **Pause.** Press **Return** on your keyboard.

3. A five-second countdown begins with four beeps followed by a fifth higher-pitched beep. This gives you time to release the **Pause** button and begin recording.

Note: In one-drive systems, you may need to swap disks during recording. In that case, you'll hear a slightly longer beep signaling you to pause, followed by instructions (on your monitor or television) to insert the new disk. Then the five-second countdown begins again.

4. The movie's first strip begins playing. When it's finished, you hear a pause tone. Press **Pause** to suspend recording while the next strip and associated files load from disk.

5. When loading is complete, you hear another five-second countdown. Release the **Pause** key at about the third beep to begin recording the second strip of your movie.

6. Five-second countdowns are given between each subsequent strip until the movie finishes playing. When the movie is finished, a final beep sounds. Press **Pause** or **Stop** immediately to stop recording (and avoid recording the message that appears at the end of the movie).

7. Press **Return** to display the main screen.

Use Template

The Use Template option works with the templates supplied on disk. Templates are pre-designed forms that you can use to quickly create messages or titles for your home videos. Follow the steps to use a template:

1. Select Use Template from the Movie Tools menu and press **Return**. A template menu appears listing 11 or 12 templates, depending on your system. The templates are:

   - Baseball
   - Birthday
   - Credits
   - Europe
   - Football
   - Hoops
   - New Baby
   - Soccer
   - Title
   - Vacation
   - Wedding
   - Xmas

2. Select a template and press **Return**.

3. Your template appears. Type in the information requested by each question, using the **Arrow** keys to move between questions. When you're finished, move to the last question and press **Return**. The template generates a pre-designed text and graphic message.

4. Prepare to record. On your VCR or camcorder, press **Record** (with **Play**, if necessary), then press **Pause**.

5. Press **Return** on your keyboard to begin playing the template.

6. Four beeps followed by a fifth higher-pitched beep will sound. Playing starts immediately after the fifth beep. Release the **Pause** button sometime between the first and fifth beep to start recording. (The delay you select will depend on how long it takes your recording equipment to go from Pause to Record mode.)

7. After the template plays out, two beeps will sound. Press **Pause** when you hear the first beep. Recording will stop.

Note: Due to disk space limitations, the template Credits is not available on the IBM PC version of **Home Video Producer**.

Save Movie and Save Movie As

Save Movie and Save Movie As let you save your movie as a file on your data disk. Before using either option, make sure you have a data disk in the drive with enough space available to accept your file. It's a good idea to keep your movies together on the same disk. If this is the first time you're saving a movie, use a blank, formatted disk as your data disk (or save the files on your hard disk).

Select Save Movie As and press **Return** the first time you save a movie. A dialog box appears where you can type in a filename. (On the IBM PC, filenames can have up to eight characters and movies are automatically saved with the extension .MOV.) If you make a mistake in entering the name or if a disk error occurs during saving, you'll see an "OOPS!" error message. Then you'll be given a chance to correct the error. When you've typed in the filename, press **Return** to save the movie and display the main screen. You can also select Save Movie As when you want to save a movie under a new filename.

Select Save Movie and press **Return** to save a movie again with any changes you've made. The movie will be saved under its original filename.

Note: If you have a single-drive system, dialog boxes will tell you when to switch the data and program disks in the drive. If you have more than one drive, use the Select Data Drive option in the Program Tools menu to route your movies to the correct drive. For details, see **Select Data Drive** later in this chapter.

Load Movie

Select Load Movie and press **Return** to load a movie from your data disk into **Home Video Producer**. (Before selecting the option, make sure a data disk containing the movie file you want is in the drive.)

If you haven't yet saved the strip or movie currently on screen, a dialog box will ask if you want to save it. Press **Y** for Yes or **N** for No. (If you press **Y**, continue saving the movie as described in **Save Movie and Save Movie As.**) A menu then appears showing the filenames of all files on the data disk. Select the filename you want and press **Return**. The movie loads and the main screen appears.

Note: If you have a single-drive system, dialog boxes will tell you when to switch the data and program disks in the drive. If you have move than one drive, use the Select Data Drive option in the Program Tools menu to access the correct drive. For details, see **Select Data Drive** later in this chapter.

New Movie

Select New Movie and press **Return** to clear a screen in order to begin creating a movie. The option gives you the chance to save any work on screen before it is cleared.

List Movie

Select List Movie and press **Return** to see a list of the individual strips in your movie. Strips are listed in the order they appear in the movie. Each listing includes a number telling how many times that strip plays before the next strip begins. Use the Set Repeat Counts option in the Movie Tools menu to change the number. Use Add Strips to add strips to the list. Use Remove Strips to erase strips from the list. (For more details, see the section in this manual describing the option you want to use.)

Delete Movie

Select Delete Movie and press **Return** to permanently erase a movie from your data disk. (Before selecting the option, be sure a data disk containing your movie files is in the drive.) A list of the movies on your data disk appears. Select the movie you want to delete and press **Return**. A dialog box alerts you that the movie will be permanently erased. Press **Y** to delete the movie (or **N** to cancel the command). The movie is erased and the main screen appears.

Note: Be sure you delete only those movies you don't want. Once a movie is deleted, it's gone forever.

Add Strip

Use Add Strip to create a new movie or to link additional strips to an existing movie. If you are creating a new movie, be sure to select New Movie before selecting Add Strip. (See **New Movie** earlier in this manual.) To use Add Strip, follow these steps:

1. Make sure a data disk containing the strips you're going to add is in the drive. Select Add Strip from the Movie Tools menu and press **Return**.

2. A list of available strips appears. Select the strip you want to add to your movie and press **Return**.

3. If no strip exists in your current movie, the strip you just selected becomes the first strip in the movie. If strips have already been added to your movie, a dialog box appears listing the strips in the order they appear in the movie. You can add the new strip anywhere in the list. Select a strip in the list and press **Return**. The new strip is added above the strip you selected.

Remove Strip

Select Remove Strip and press **Return** to take a strip out of your movie. A list of the strips in your movie appears. Select a strip and press **Return**. The selected strip is removed from the list (and your movie) and the main screen appears.

Note: Don't confuse Remove Strip with the Delete Strip option in the Strip Tools menu. Remove Strip does not erase strips from your data disk.

Set Repeat Counts

Set Repeat Counts lets you set the number of times a selected strip is repeated within a movie. Follow the steps:

1. Select Set Repeat Counts from the Movie Tools menu and press **Return**.

2. A box appears listing all strips and the number of times they play before the next strip begins. Select the strip you want to repeat and press **Return**.

3. A second box appears with the name of the strip and its current number of repeats. Increase or decrease the repeat number by pressing the **Up Arrow** or **Down Arrow** key.

4. When the repeat number is what you want, press **Return**. The main screen reappears.

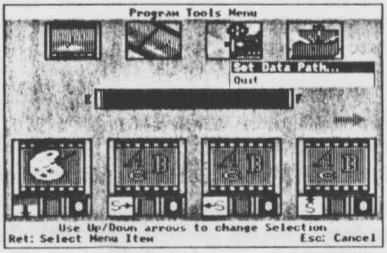
Note: The repeat number tells how many times a strip plays in sequence. If you want the strip to play again at some other point in the movie, use the Add Strip option. See **Add Strip** earlier in this manual.

Play Forever

Select Play Forever and press **Return** to begin a continuous play of your movie on your monitor or television. Press **Esc** to stop the movie and return to the main screen.

PROGRAM TOOLS

The Program Tools let you identify the disk drive containing your data disk and quit **Home Video Producer**.



Select Data Drive

If you have a multi-drive system, use the Select Data Drive option to identify the disk drive containing your data disk. The data disk is the disk you use to save and load your strips and movies.

Note: The Select Data Drive option may have a different but similar name in your version of **Home Video Producer**, depending on your system.

Apple ProDOS

If your operating system is Apple ProDOS, your default disk drive is Slot 6, Drive 1. In multi-drive systems, you can use any drive, including a hard drive, for your data disk. Then use Select Data Drive to direct your data to your data disk. Follow the steps:

1. Highlight Select Data Drive in the Program Tools menu and press **Return**.

2. A menu appears listing the slot and drive numbers of the disk drives in your system. The menu includes a ProDOS Pathname selection. Select the disk drive you want to use for your data disk and press **Return**. Now, whenever you save a strip or movie file, it will be saved to the disk in this drive. When you load a strip or movie file, **Home Video Producer** will search the disk in this drive.

3. If you select ProDOS Pathname, a dialog box appears. In this box, type a pathname leading to one of your disk drives and press **Return**. Whenever **Home Video Producer** saves or loads a strip or movie file, this pathname will be attached as a prefix to the filename. This feature lets you access files on a hard disk or within a directory on disk.

Note: Although the Select Data Drive menu only includes options for disk drives in slots 5 and 6, you can access a disk in any slot by selecting ProDOS Pathname and typing the volume name of the disk in the pathname. For your convenience, you may want to write the volume name of your data disk on the disk label.

MS-DOS and PC-DOS

If your operating system is MS-DOS or PC-DOS, your default drive is drive A: (unless you run **Home Video Producer** from a hard disk, in which case the current path is used). In multi-drive systems, you can use any drive, including a hard drive, for your data disk. Then use Select Data Drive to direct your data to your data disk. Follow the steps:

1. Highlight Select Data Drive from the Program Tools menu and press **Return**.

2. A box appears showing the letter of the working drive. To save your files on a second floppy drive, use the **Delete** key to erase the current drive letter, then type "B:" To save your files to a hard disk, erase the letter and type "C:\" and the appropriate directory name. Whenever you save or load a strip or movie file, **Home Video Producer** will use the disk indicated in this box. Press **Return** to set the data path.

Commodore 64/128

If you have a Commodore 64 or 128, the default drive is drive 8. On a system with two drives, you can identify your second drive as the data drive. To set up a data drive, follow these steps:

1. Choose Select Data Drive from the Program Tools menu and press **Return**.

2. A menu appears. To use a second disk drive with the device number 9, choose "{filename},9." To use the second drive in a dual-disk system, select "1:{filename}."

3. Press **Return** to return to the main screen.

Quit

Select Quit from the Program Tools menu and press **Return** to exit the **Home Video Producer** program. A dialog box appears asking if you want to quit. Type **Y** to quit (or **N** to cancel the command).

If a strip or movie is in memory (RAM), a dialog box next asks if you want to save the work in progress. Type **Y** to save your work and exit (or N to cancel the command). **Home Video Producer** closes and you return to your operating system.

TIPS AND TRICKS

ARTISTIC EFFECTS

You can produce interesting animation effects by using the graphics and features supplied with **Home Video Producer**. Try out the example described in this section, then create your own unusual effects.

Instant Wipes

To make an image appear on screen instantly, wipe it on vertically either from top or bottom at the maximum speed setting.

Floating Balloons

The steps below create a flock of balloons that float up onto the screen, then fly away. This is an ideal piece of animated art for a Happy Birthday message (as used in the Birthday template).

1. Select Frame #2 and press **Return**. The Frame Contents menu appears.

2. Select the Graphics icon (hot air balloon) and press **Return**. A list of graphics files appears.

3. Select the Birthday category and press **Return**. A list of birthday graphics appears.

4. Select Balloons and press **Return**. The Balloons graphic appears for you to preview. Press **Return**.

5. The main screen appears. The Graphics icon appears in Frame #2. The Effects box below the frame is selected. Press **Return**.

6. In the dialog box that appears, select Scroll Up (second row, first on the left) and press **Return**.

7. The main screen appears and the Effect Speed box below Frame #2 is selected. Press **Return**, then set the box to half speed (the column should be half its maximum height). Press **Return** again.

8. The main screen appears and the Effect Delay box is selected. Press **Return**, then set the number in the box to zero for the shortest delay. Press **Return**.

9. The main screen appears and Frame #3 is selected. Reselect Frame #2. Then select the Frame Tools (palm tree) icon and press **Return**.

10. The Frame Tools menu appears. Select Position Frame and press **Return** twice. Use your **Arrow** keys to center the highlighted rectangle at the top of the screen. Press **Return**.

11. Select Size Frame from the Frame Tools menu and press **Return** twice. Use your **Arrow** keys to resize the highlighted rectangle until its lower edge is nearly at the bottom of the screen. Press **Return**.

12. In the main screen, select Frame #3 and press **Return**.

13. In the Frame Contents menu, select the Palette icon and press **Return**.

14. In the color bar, select black and press **Return**.

15. In the main screen, the Effects box below Frame #3 is selected. Press **Return**. In the menu that appears, select Scroll Up and press **Return**.

16. In the main screen, the Effect Speed box is selected. Press **Return**, set the box for half speed, and press **Return** again.

17. In the main screen, the Effect Delay box is selected. Press **Return**, set the number in the box to zero, and press **Return** again.

18. Preview your floating balloons. Select the Strip Tools icon and press **Return**.

19. In the menu that appears, select Preview Strip and press **Return**. After a moment, your balloons should rise toward the top of the screen and float away.

RECORDING

Pause Key

Two of **Home Video Producer**'s options, Play Strip and Play Movie, let you record your sequences. Before selecting either option, prepare your VCR or camcorder by pressing **Record** (with **Play**, if necessary), and then pressing **Pause** to suspend action.

Select Play Strip or Play Movie and press **Return.** You'll hear a series of five beeps while the system gets ready to record. When the last beep sounds, you have about one second to begin recording.

A VCR or camcorder usually takes several seconds to begin recording after you press its **Record** button. To accommodate this delay, release the **Pause** button sometime between the first and fifth beep. You might have to make several trial recordings to find the release point that works best with your equipment.

If you press **Pause** too early, you'll get some blank tape at the beginning of your recording. If you press **Pause** too late, you'll miss recording the first frames of your sequence. When recording a movie, remember to press **Pause** between strips while the next strip loads.

Stop Recording

When a sequence finishes recording, two final beeps sound. Press the **Pause** or **Stop** button immediately when you hear the beeps. If you wait, your recording will end with the message "Hit return to continue."

Adding Sequences to Home Videos

When planning to videotape an upcoming event, record your opening **Home Video Producer** sequence ahead of time at the beginning of the tape. When you insert the tape in your camcorder, cue it to record live action after the sequence. After recording the event, cue the tape to the end of live action and add a closing **Home Video Producer** sequence.

If you've already taped the live action, you can edit in your **Home Video Producer** sequences by re-recording. (Keep in mind that recording from one tape to another may diminish the video quality.) Follow these steps:

1. Create your **Home Video Producer** sequences but don't record them.

2. Connect a cable to your camcorder's Video Out jack. Insert a blank tape into your VCR.

3. Connect your computer to the VCR and record the beginning sequence. Pause the VCR. (Most VCRs will stay paused only for a few minutes, so move on to the next steps quickly.)

4. Unplug the computer from the VCR and plug the cable from the camcorder into the VCR's Video In jack.

5. Advance the tape in the camcorder to the point where you want to start recording it on your VCR. Press **Play** and **Pause** on the camcorder to get ready for playback. Release the **Pause** key on the VCR to resume recording. As soon as the VCR engages the recording heads, release the **Pause** key on the camcorder to start the playback.

6. When the live action tape finishes recording, press **Pause** on the VCR. Unplug the camcorder from the VCR. Reconnect the computer to the VCR.

7. Record your ending **Home Video Producer** sequence on the VCR.

Adding Sequences to Previously Recorded Tape

Recording a **Home Video Producer** sequence at the start of previously recorded tape is not recommended. When a VCR and most camcorders record, the tape passes the erase head before it passes the recording head. When you finish recording, there is a section of erased tape following the recorded tape. This erased section may result in a jittery, wavy transition between your **Home Video Producer** sequence and your live action recording.

However, you can add a sequence following previously recorded live action without transition problems.

Recording Black Video

For a professional look, record some black video (blank tape) following your ending sequence. Unplug the video cable from the computer and continue recording for several seconds.

On some VCRs, you can get cleaner black video by unplugging the cable from the VCR's Video In jack (be sure the VCR is set to accept Line input). On other VCRs, unplugging the Video In cable records the video from the VCR's built-in tuner. Experiment or check your VCR manual to find out how your VCR operates.

Avoiding White Noise

You may inadvertently record white noise (unwanted background noise) while recording on your VCR. To avoid white noise, plug one end of an RCA cable into the VCR's Audio In jack and leave the other end unplugged. Be sure the VCR is set to accept Audio input from the Audio In jack and not from the tuner.

Recording Sound

If your VCR has an audio-dubbing feature, you can add sound to your **Home Video Producer** sequences any time after recording.

On most VCRs, however, the sound must be recorded at the same time as the video. In that case, you can add sound to your **Home Video Producer** sequences by connecting your VCR to a compact disc player, tape deck, or turntable through the Audio In jack. Then play music or other sounds while simultaneously recording the video sequence from your computer. Be sure your VCR is set to accept Audio input from the Audio In jack and not from the tuner.

You can add a voiceover (narration) by attaching an RCA phono cable between the Audio Out jack on your camcorder and the Audio In jack on the VCR. Your camcorder's microphone will pick up your voice.

Note: Time your sound track before recording to make sure it matches the length of your video sequence.

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